

Claims:

1-20 (canceled).

21 (new): A method for providing a sequence of entertainment compositions, the method comprising:

- responding with high priority to user control actions to affect said sequence
- generating indicators of user preference for a composition, by utilizing user control actions that have affected said sequence
- utilizing said indicators to influence the selection of a composition for playback in said sequence, when there are no current user control actions available to affect said sequence

whereby said sequence of entertainment compositions automatically adapts to user preferences implied by control actions.

22 (new): A method as in claim 21 wherein said user control actions include user actions to replay or go-back to a previous composition, or user actions to skip or forward-past the rest of a currently playing composition, or user actions to select a particular composition to be played.

- 23 (new): A method as in claim 21 wherein said selection of a composition for playback is also influenced by when the composition was last played or by determining a preferred time between playbacks for the composition.
- 24 (new): A method as in claim 21 wherein said generating and said utilizing are associated with each specific user whereby said selection of a composition for playback is customized specifically for each individual user.
- 25 (new): A method as in claim 21 wherein said generating and said utilizing is consolidated across a plurality of user devices that the user may use at different times and different locations whereby said selection of a composition for playback is automatically customized for the specific user at the current user device.
- 26 (new): A method as in claim 21 wherein said generating and said utilizing of said indicators is automatically consolidated and distributed across a network to any location or device the user may currently be at.
- 27 (new): A method as in claim 21 further comprising selecting a composition that is probably unfamiliar to the user, by utilizing

an aggregate correlation of said indicators from many other users, for compositions both familiar and probably unfamiliar to the user.

28 (new): A method as in claim 21 wherein said influencing utilizes the user usage-rights for a composition or the availability of a composition at the current user device.

29 (new): A method of providing entertainment, the method comprising:

- generating indicators of user preference for a composition, by utilizing user control actions that have affected the entertainment sequence
- utilizing said indicators to influence the selection of a composition for playback, when there are no current user control actions available to affect the entertainment sequence

whereby said selection of a composition adapts to user preferences implied by prior user control actions.

30 (new): A method as in claim 21 wherein said user control actions include user actions to replay or go-back to a previous composition, or user actions to skip or forward-past the rest of a

currently playing composition, or user actions to select a particular composition to be played.

31 (new): A method as in claim 21 further comprising modifying, with high priority, said entertainment sequence when requested by new user control actions.

32 (new): A method as in claim 21 wherein said selection of a composition for playback is also influenced by when the composition was last played or by determining a preferred time between playbacks for the composition.

33 (new): A method as in claim 21 wherein said generating and said utilizing are associated with each specific user whereby said selection of a composition for playback is customized specifically for each individual user.

34 (new): A method as in claim 21 wherein said generating and said utilizing is consolidated across a plurality of user devices that the user may use at different times and different locations whereby said selection of a composition for playback is automatically customized for the specific user at the current user device.

35 (new): A method as in claim 21 further comprising selecting a composition that is probably unfamiliar to the user, by utilizing

an aggregate correlation of said indicators from many other users, for compositions both familiar and probably unfamiliar to the user.

36 (new): A method as in claim 21 wherein said influencing utilizes the user usage-rights for a composition or the availability of a composition at the current user device.

37 (new): A method for adding a composition to a user's collection, the method comprising:

- generating a customized sequence of compositions for a user
- selecting a composition that is probably unknown to the user, for inclusion in said customized sequence based upon other compositions already in the user's collection
- playing said unknown composition or a sample sound segment representing a compelling portion of said unknown composition as a part of said customized sequence
- adding the composition or the composition's identifier to said user's collection when indicated by a user action occurring while said composition or composition sample is playing

whereby said user's collection is expanded with minimal actions by the user.

38 (new): A method as in claim 37 wherein said selecting is also influenced by correlating the aggregate control actions of many other users, for compositions both familiar and probably unfamiliar to the user.

39 (new): A method as in claim 37 further comprising adding to the user's collection the usage-rights for said composition.

40 (new): A method as in claim 39 wherein the user's usage-rights are stored and are accessible across a network by any user device the user is currently using.